

GAMEMASTERY MODULE OPEN CALL

Rules and Guidelines

Since Paizo Publishing is always searching for new talent, we want you to write one of our upcoming modules. *GameMastery Modules* are usually written by a stable of experienced authors that produce some of the highest quality adventures in the industry. Now is your chance to join that elite group.

Step 1: Query

To get the process rolling, we have provided a brief summary of the adventure we want you to write. We want you to use these elements to bring the adventure to life, and expand the plot into a unique and interesting adventure.

W3: Flight of the Red Raven

A priceless object has vanished and the PCs must retrieve it. Starting in the small community of Azurestone, their quarry has fled into the wilderness toward the distant Fog Peak Mountains. The chase is on to retrieve the object before the oncoming snow erases the culprit's trail. This is an adventure for 4th-level characters.

Please note that there is virtually no establishing information on the community of Azurestone or the Fog Peak Mountains. All that is known is that the community is a good distance away from the mountains and that the land between them is relatively wild. The climate is temperate.

Here is what we need from you. Send us a Word document (or RTF document) and answer the following five questions in no more than 800 words:

- What is the object that vanished and why is it important to retrieve it?
- What are two of the obstacles the PCs must overcome while chasing down the culprit?
- Who took the object and why?
- What will the final showdown with the culprit look like?
- What new monster do you plan to include in this adventure? (All Gamemastery Modules include at least one new monster.)

Make sure that the Word document includes your name, email address, and the names of your most recently published work (listing "none" is acceptable and will not disqualify you). Note that we are not looking for statistics or rules elements in this Word document, just ideas. Entries will be judged based on originality, conformity to the plot summary, spelling, grammar, and innovation. We are looking for ideas that excite us and spark our imagination as to what this module could become.

All entries are due by 11:59 am PST on October 1st. Entries should be sent as an attachment to an email with the subject "GameMastery Module Open Call." Entries should be sent to submissions@paizo.com. Current Pathfinder and GameMastery authors, and employees of Paizo Publishing LLC and Wizards of the Coast are not eligible to enter this open call. You may only submit one entry per author. All entries become the property of Paizo Publishing LLC.

Step 2: Outline

After reviewing the queries, we will select up to 10 authors to write full outlines of their adventures. This outline must include a breakdown of all the encounters in the adventure, a statblock and write up of your new monster, and one sample encounter. Those who are selected will be notified by October 15th and will have until November 1st to submit their outlines.

Step 3: Writing

Based on the strength of the outlines, we will select one author to write the 22,000-word adventure, which will be due no later than January 1st, 2008. The author will be paid for this work at our standard rates and, assuming the adventure meets our standards, the author will be added to our stable of authors for future consideration on *Pathfinder* and *GameMastery Modules*.

We look forward to seeing your entry. Good Luck!